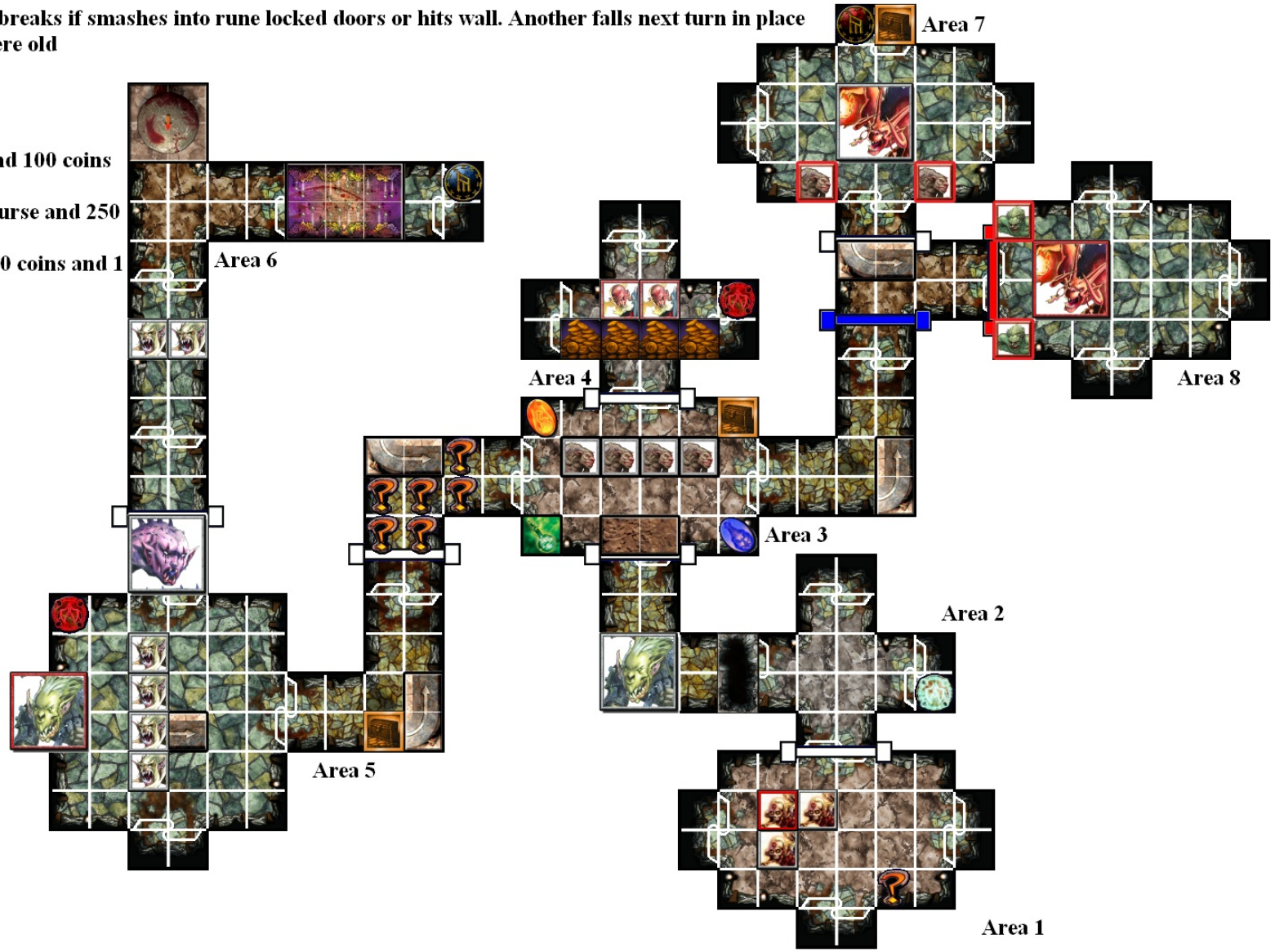
When this boulder breaks it breaks if smashes into rune locked doors or hits wall. Another falls next turn in place of the old boulder at place were old boulder started.

Chests
Bronze
1. 2Bronze treasures and 100 coins and 1 conquest token.
2. 1Bronze treasure a curse and 250 coins.
3. 1Bronze treasure, 100 coins and 1 conquest token.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Power of the Lance

By Elliot Smith

Scenario Background

Quest One
The Power of the Lance

In the land of Aguyna Four terrible Beasts have arrizon The Sea Dragon, Ogre of Death, The Berg and Ferrox Terrorentiaina.

However there is a lance in the core of Aguyna. The lance is defended by Fire creatures that have been placed by The Berg to stop the Heroes. The Berg cannot travel there, indeed no one can travel there as they would be melted by the heat of the core.

The Hereos did retrieve the last known Fire cloaks, which are powerful enough to stop them from being melted from the heat.

The Lance must be claimed for it is the only thing powerful enough to kill the Four Beasts!

The Heroes have travelled through the deep hole, which The Berg dug himself yet leaving it ungaurded the heroes have managed to travel to the core of Aguyna.

There was a Fire Centaur who looked awfully scared.

"Heroes save me I need that Lance for the Four may only be killed by me I know this because I read so much in the library of the ancients. The books say only a Fire Centaur can kill the beasts," the Centaur spoke.

The Heroes let the Centaur join their party and finally thay reached the lair were within the Lance was hidden.

They set out through the core to get the Lance.

The Heroes ask why the Centaur has to be saved. Soon after the Centaur says,

"Well I am the only one left of my race we were all slain in an attempt to kill these Fire beasts".

Mission Goals

Retrieve the Lance!
Save the Fire Centaur!

Important: The Heroes start with 5 conquest tokens and 300 coins per hero.
The Centaur must not die place a guard token for him he cannot attack but he has 6 Armor and 8 Health and movement 5 he can still use potions. He can open doors as well, he can move through monsters he can't do anything else.

Strart by Question Marker in Area 1
You don't start of with any weapons until you enter your first Glyph to buy them.

All monsters in this adventure are fire monsters so they have 1 extra health.

Areas 1-10

Read when enter the the certain Area

Area 1
Getting to the core is just through the next door yet several skeletons are gaurding it the Hereos must get to the Cores shop quickly to get their weapons.
The skeletons are looking at the Hereos expectantly for they have never seen humans before finally they decide and attack.
One skeleton blows an alarm signal to the rest of the fire beasts now the Hereos are discovered.

Area 2
A lone Ogre stands in here he however is drunk and he is stunned for 2 turns while he recovers.
Also there is a glyph saying next to it on a signpost "To the Cores shop."

When Ogre is killed he drops one health potion and one power potion.

Area 3
In this room there are some Kobolds and on the far left is a set of arrow pits.

Arrow pits are question marks. Remove after someone treads on it. Bowl a power dice if surge lose one health. Anythig else then nothing happens and just remove the token.

Area 4
A couple of Sorcerrors are enchanting money.

OL ONLY
If Hero picks up coin token loses 2 health and gets 300 coins, 100 coins for three Heroes.

Area 5 and Area 6
The Heroes enter and they here a crash a Naga has broken through the door to Area 6 and a Boulder comes rolling down.

The Ogre here is Grimsit he is the same as a normal Master Ogre except has 1 less Armor and 4 more health.

Area 7
There is a Demon in this room who is guarding a red rune which appears to open the other door back at the Junction yet he wont hand it over without a fight.

Area 8
Another Demon is in this room yet it looks a lot more deadly thyan the last. Demon has a huge claw that could rip up a man with one swipe.

Read after the master Demon dies
The Demon drops the Lance at the Heroes feet the Heroes have retrieved the Lance now must use it to kill the Four Beasts. The Heroes are triumphant for the moment.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

When get Staff of Light token the Boulder stops but the Hereos don't get the weapon.

Cannot attack over gaping pit in Area 4

Chests

Copper

1. 1 conquest token and a copper treasure.
2. 1 conqust token and 200 coins.
3. 200 coins and 1 copper treasure.

Silver

Get a single silver treasure for one hero.

In Gold chest in Area 5 is rope which is used to pass the gaping pit in Area 4.

After got rope Hereos may walk over pits.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The South of Aguyna

By Elliot Smith

Scenario Background

Quest Two
The South of Aguyna

The Berg has heard of the Lance being lost. He has retreated from the marshes just above his Ice palace in the south of Aguyna. Senderas who made The Berg's army of Ice wolves retreat from the marshes after using his men to destroy The Berg's army in a dreadful battle. Senderas attacked the palace itself yet he was overpowered by The Berg. The Berg has placed Senderas in his prison making the Hereos come straight to him using Senderas as bait.

"Here I leave you I will meet you in the Berg's room but for now I will leave you," The Fire Centaur said.

The Hereos entered the great Ice palace of the South.

Mission Goals

Kill the Berg!
Free Senderas!

Important: Heroes start with 5 conquest tokens and weapons and stats from last last adventure.

All non named monsters are Ice creatures and have an additional 1 Armor.

Start in Area 1 by active glyph.

In the last room The Centaur appears with a sword to represent the Lance The Lance has 2 Greens a red and 2 power surges this is the only weapon able to attack The Berg. The Fire Centaur has Armor 4 Health 5 movement 5. An the Aura ability. He appears adjacent to the Hero who opened the door to the Bergs Room.

Areas 1-6

Read when enter that certain room.

Area 1
The Hereos already find a guard of Icy skeletons awaiting them inside.

Area 2
A few Hell Hounds are on the lookout for The Berg in this room. The Hell hounds leap into action looking like normal hounds with the fire of their backs.

Area 3
A boulder is rolling around in this room and a certain glimmer is coming from an object to the North.
"Step away The Berg will not hurt you if you leave now," a Naga hisses.

Area 4
"Fools, you should of left when you had the chance now you shall die yet you can't reach me and my rune through this pit, Ha,Ha,Ha," an Ogre yells.

The Ogre is Desquess he is the same a normal Master Ogre except he has an additional 4 health.

Area 5
In this Area is a golden chest with a cord of rope sticking out of it.

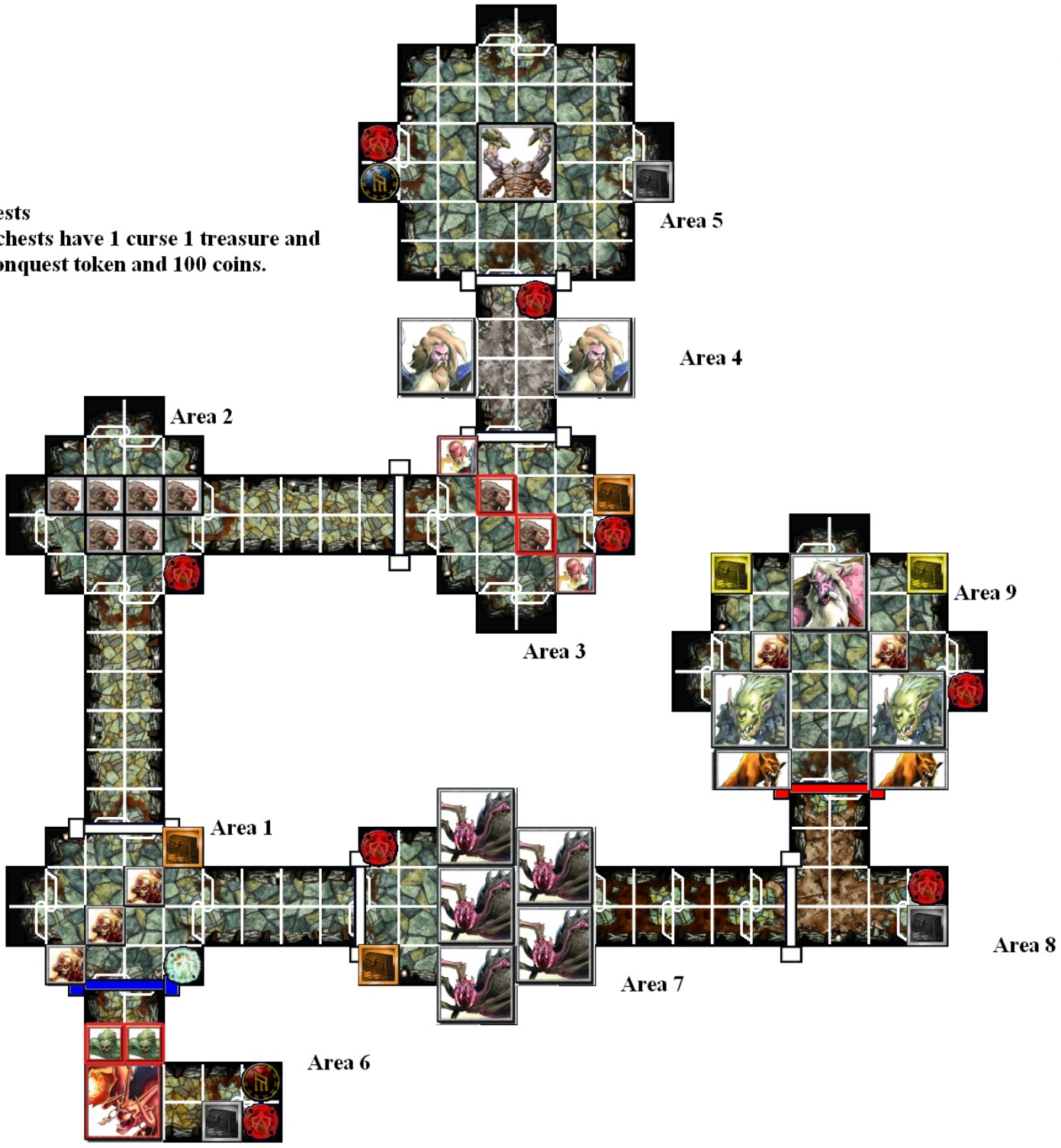
Area 6
The Berg, he lays in this room he is the master golem he is a magical beast and it looks like when he dies Senderas will be free from a cage on the otherside of the room.

Read once The Berg is killed.

The fire centaur leaps in for the killing blow to The Berg the cage to Senderas brakes and he walks out panting.
"Heroes here I leave the lance will only work on The Berg good luck," and without another word the centaur vanished.
The Heroes must now go to the graveyard of The Ogre of Death to get the blood of a Dentasesas to put the Ogre of Death down.
Yet the Hereos still must kill 3 more Beasts at the moment they stand triumphant.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Chests
all chests have 1 curse 1 treasure and 1 conquest token and 100 coins.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Blood

By Elliot Smith

Scenario Background

Quest Three
Blood

The Heroes approach the graveyard where they need to get the blood of the Dentasesas. The Heroes push the great gates open, skeletal zombies arrize from the graves to fight the disturbers of their rest.

Mission Goals

Get the Blood of the Dentasesas!

Important: The Heroes keep all their old conquest tokens and old money and potions.

Start in Area one by active glyph
You get no conquest tokens from opening glyphs.
All non named monsters are zombies, zombies get 2 extra health.

Area 1-9

Read when enter the room mentioned.

Area1
There is a Bronze chest in this room as well as the zombie skeleton arrows poised and at the ready.

Area 2
There is another creepy glyph in this room as well as a set of nasty Kobolds.

Area 3
Yet another glyph in this room guarded by a few enemies.

Area 4
Unbelievably there is another glyph in here. but there is also two fierce Manticores.

Area 5
A huge room guarded by a single golem named Fiuythyuhjyfswedr he has an additional seven health and attacks with an additional 5 power dice. And he has the Aura ability as well as Fear 1.

Area 6
A master demon and a couple of Ferroxes guard a red rune and another glyph.

Area 7
An army of Bane Spiders are here to stop passage to a red rune locked door.

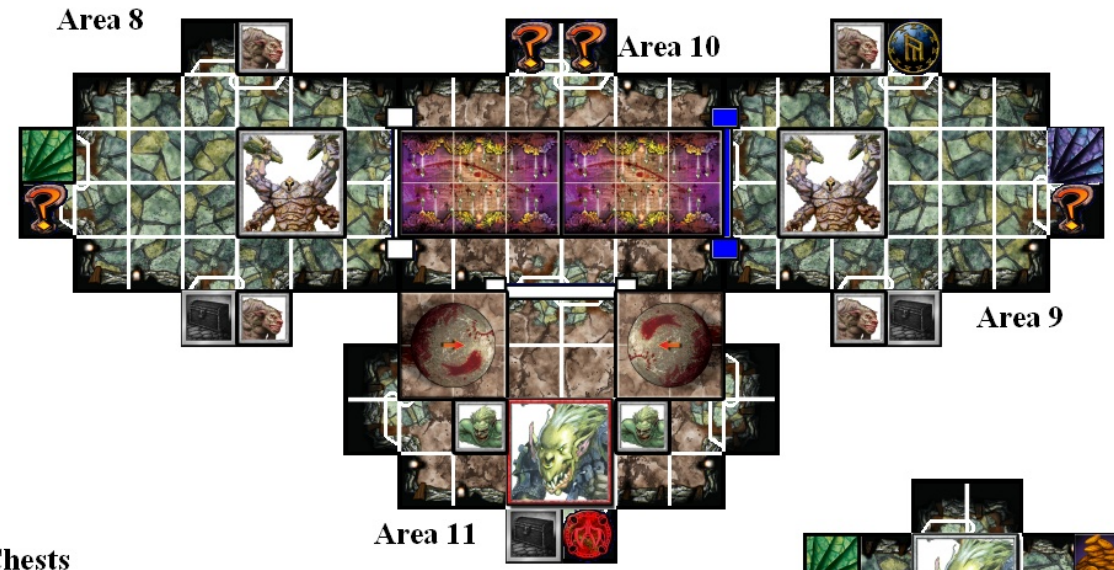
Area 8
A rune locked lays in the next room but first there is another glyph to activate.

Area 9
A mass of creatures stand here and the Giant Dentasesas stand towering above the rest including the two Ogres.
The Giant Dentasesas is the same as a normal Giant except has Fear 1, Aura and unstoppable to an additonal 4 Armor and 5 heallth.

Read when Dentasesas dies.

The blood of the Giant lays on the floor the Heroes gather it. They proceed with the directions of Senderas to the Ogre of Deaths castle.
For they have nearly done half of the job. They are triumphant yet again for the moment.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.



Chests

Copper

1. 100 coins and 1 copper treasure.

2. 200 coins, 1 curse and 1 copper treasure.

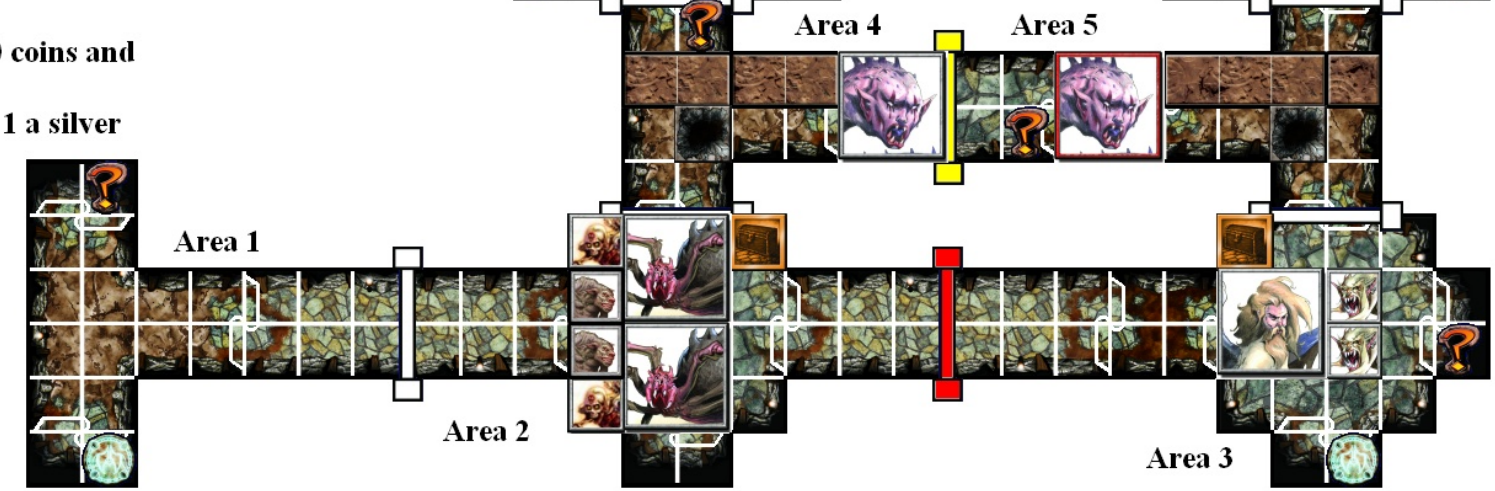
3. 100 coins, 1 curse, 1 conquest token and 1 copper treasure.

Silver

1. 1 conquest token, 2 curses and 250 coins.

2. 2 conquest tokens, 100 coins and 1 curse.

3. 150 coins, a curse and 1 a silver treasure.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The castle of The Ogre of Death

By Elliot Smith

Scenario Background

Quest Four
The castle of The Ogre of Death

With the Blood the Heroes approach the castle. It has an erie silence around it. Suddenly the Heroes were knocked back and when they awoke they found that two of their party was missing.

The Ogre must be toying with the Heroes.

Mission Goals

Kill the Ogre of Death!

Important: Start with the same amount of conquest tokens and same amount of money as you did at the end of the Blood adventure you have full health but you will need new weapons.

All un named creatures are Ghouls and have the Undying ability.

The Ogre of Death can only be killed if his health of death is destroyed.

These are the question marks when Heroes tread on them they are destroyed to kill the Ogre destroy the Health of Death which there are ten of and his normal creature.

The Ogre of Death has an additional 5 power dice when he attacks otherwise is a normal master Ogre.

When Heroes enter a Glyph they must come out the same one.

The two Golems come to life when the Ogre of Death is attacked for the first time in the mean time they can't be attacked.

Choose two Heroes to go in Area 1 and another two to go in Area 3.

Areas 1-11

Read when enter that Area

Area 1
To find that the other Heroes are gone is a shock but you must continue the Journey without them.

Area 2
The Ogre knows your here for he has left a few of his top Ghouls to guard himself.

Area 3
To find the other Heroes are gone is quite a shock but there is no time to tthreat for a Manticore is on you.

Area 4
What seems just an empty messy room may contain something else for hissing can be heard.

Area 5
A huge Naga slithers out of the depts and hisses greedily.

Area 6
A jam packed room with lots of items including a staircase and one of The Ogre of Deaths brothers.

Area 7
A jam packed room with lots of items including a staircase and one of The Ogre of Deaths brothers.

Area 8
A Golem stands yet isn't moving at all.

Area 9
A Golem stands yet isn't moving at all.

Area 10
The last two Healths of Death lay in here and infront is a door with an onimus feeling about it.

Area 11
The Ogre sits in his skull encrusted throne with white glaring eyes staring straight at the Heroes.

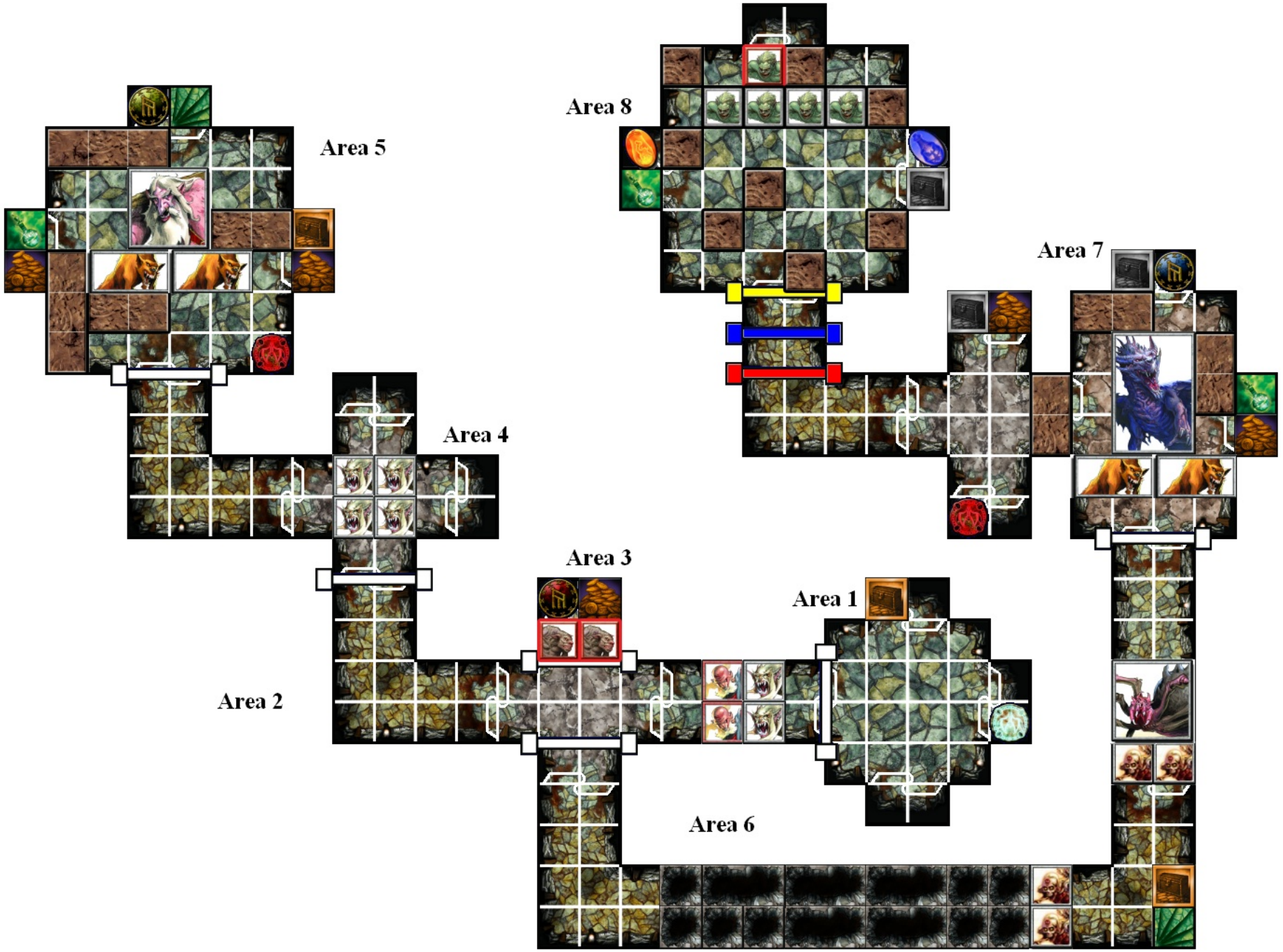
Read when Ogre of Death dies.

A map of a marsh land falls out of the Ogre pocket it is a map of Ferrox Terrorentiana's terreitory.

Senderas knows nothing about the land and leaves the Heroes to continue their perilless journey.

The Heroes are at the moment Triumphant.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The marshes of the Ferrox

By Elliot Smith

Scenario Background

Quest 5
The marshes of the Ferrox

The Heroes follow the map to the marsh of the Ferrox leader. It seems that the Ferrox has tainted the marsh to pure evil.

Mission Goals

Kill Ferrox Terrorentiana!

Important: Start with 5 conquest tokens, same coins and stats except lose old weapons.

Posionous mud monsters can go through but Heroes can't.

All non named creatures are mud creatures and they all have the mud ability which if monster causes damage then on the next turn the Heroes moves one less for each damage on a run action.

The Master Ferrox is Terrorentiana who has 4 additional Armor and 4 more health.

Chests all have 100 coins a curse and 1 treasure of their type.

Areas 1-8

Read when enter the Area

Area 1
The Ferrox have made a distinct change to the area the is also sounds of movement in the next room.

Area 2
Guessed correctly there are several creatures in this room the Sorcerrors holding magic mud balls.

Area 3
An old red mud rune is in this tiny room almost to small for the Kobolds.

Area 4
Another few Beastmen but the Thundering sound of a Giant is now heard.

Area 5
A tower of mud is monuvering aroundd but in fact it is a mud Giant.

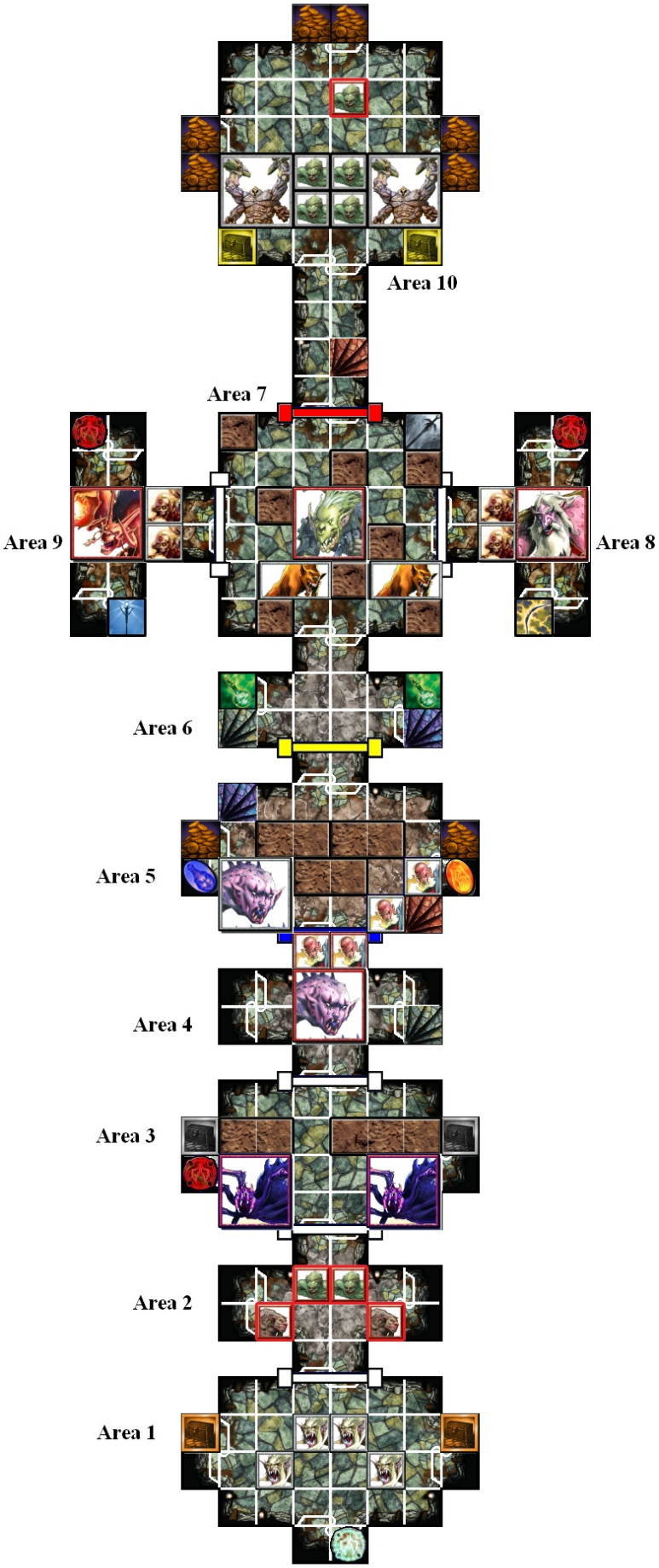
Area 6
A huge pit with no way across but a staircase on the otherside.

Area 7
A dragon a huge mud covered dragon the two hell hounds in front of him look like ants and his gaurding the final mud rune.

Area 8
The Ferrox leader stands here behind his fellow Ferrox soldiers.

Read when Ferrox Terrorentiana dies!
The Ferrox lies dead yet his main base is still at large the Heroes find out from the towns Storyteller as well as Terrorentiana he has escaped you the Heroes set out to finish what they had started.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Base of the Ferrox

By Elliot Smith

Scenario Background

Quest 6
Base of the Ferrox

The Ferox has left a message at his front door.
"Fools, you haven't killed me for I have to be struck with The Staff of Light, Trueshot and Icetooth to kill me"
Annoyed the Heroes slam down the feeble mud made door and enter into darkness.

Mission Goals

Get Icetooth, Trueshot and Staff of Light!
Kill Ferrox Terrorentiana!

Areas 1-10

Read when enter the Area

Area1
In the Base is a few chests and couple of Beastmen but the sound of Ferroxs, Kobolds, Spiders and Nagas can be heard nearby.

Area 2
Another small room yet with plenty of occupents.

Area 3
The Spiders have returned for yet another gruesome encounter.

Area 4
A Naga is here guarding a staircase.

Area 5
Another two staircases are in the Area.

Area 6 and Area 7
A vast room with another three doors leading of in different directions yet with a Master Ogre to deal with.

Area 8
A Giant is guarding the second weapon Trueshot.

Area 9
The last of the weapons The Staff of Light but a Demon may put up a challenge.

Area 10
The Ferrox yet again behind his fellow Ferroxs he stands a lot less of a chance of escaping this time.

Read when Ferrox Terrorentiana dies
The Ferrox is dead and there is only one Beast left.
THE SEA DRAGON!

Important: Start with 5 conquest tokens and same stats but old weapons are gone.

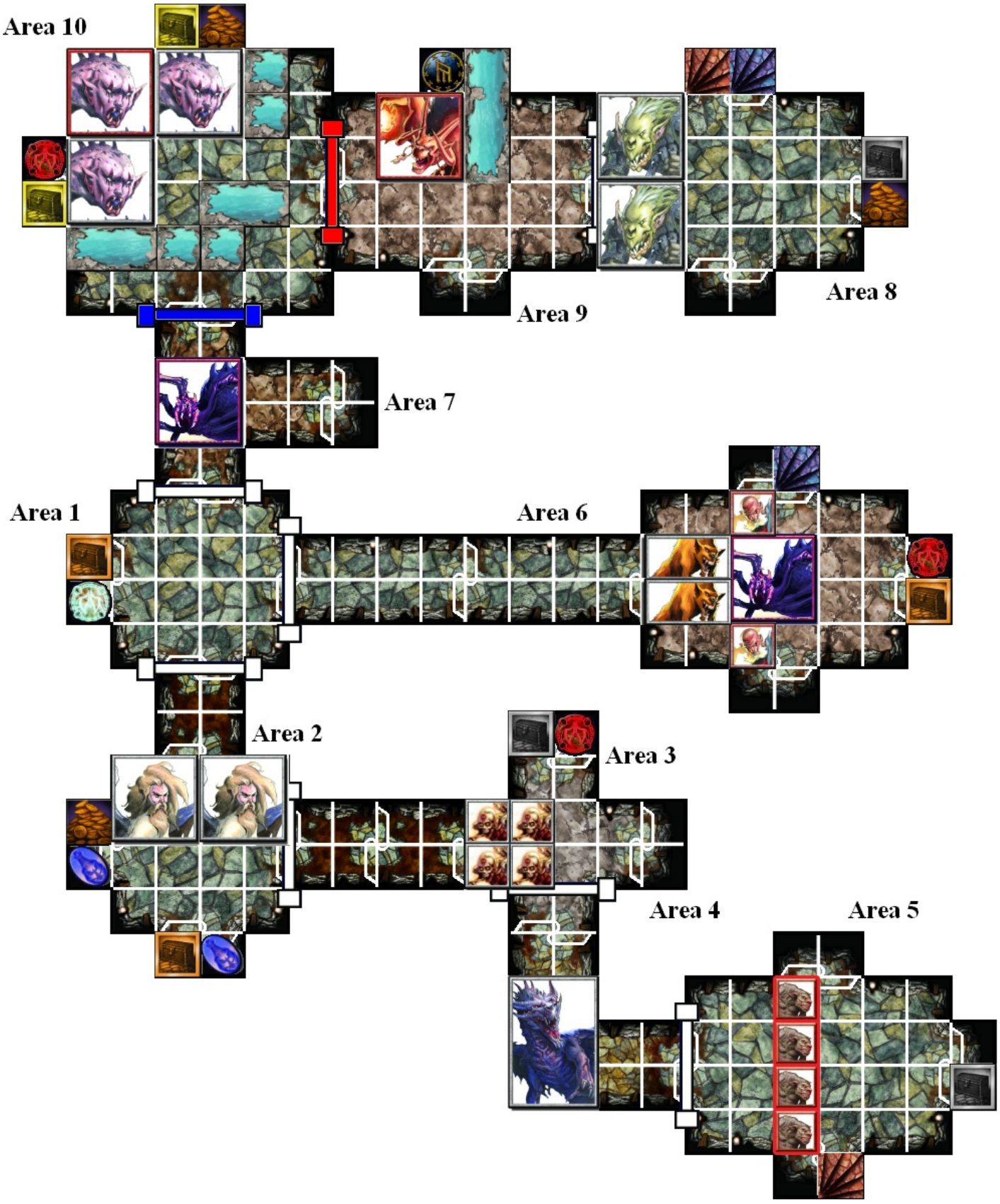
Ferrox Terroentiana has 40 health, Armor 5 and attacks with an additional green and yellopw dice. He also has 7 movement and Fear 3 and the Aura ability in this adventure.

The Three weapons Staff of Light, Trueshot and Icetooth can only be used on the Ferrox Terroentiana.

All non named creatures have the mud ability.

All Chests have 200 coins and 1 treaure and 1 curse.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Trident of The Seas

By Elliot Smith

Scenario Background

Quest 7
The Trident of The Seas

After The Berg, The Ogre of Death and Ferrox Terrorentiana, the Heroes thought that there task was almost finished. How wrong they are The Sea Dragon is not going to give up as easily as that with his Lightning Bolt breath his underwater swimming and all his minions, he thinks he will preveal for the only thing that harms him is The Trident of The Seas. The Trident is held by The Octupi a species of Octupus that have lasted generations and are not friendly. The Heroes who have previously attacked have been squished into sea food. The Villagers will also give a lot of gold to know the Octupi are dead.

Will these Heroes be any different.

Mission Goals

Get the Trident of The Seas!
Kill the Octupi!

Important: Start with 5 conquest tokens and stats from the end of the last adventure. But need new weapons and potions.

All creatures in this adventure are sea dwellers and have an additional 3 Health.

The Leader of the Octupi Acerers is the same as a normal Master Naga but has an additional 4 health and 3 Armor. The Octupi are the Nagas that live Undrwater. The Octupi can cross the water.

Chests all silvers contain 1 conquest token, 100 coins, 1 treasure and 1 curse
Bronze are the same but don't get the conquest token same as Gold but Gold gets an Additoional 150 coins and 2 conquest tokens not 1.

Areas 1-10

Read when enter that Area

Area1
The Underwater lair of the Octupi starts with a Chest and a few corridors.

Area 2
Two Manticores stand tails ready to fire there arrows.

Area 3
A patrol of Skeletons and a silver chest are here and the next door but it looks however a bit burnt.

Area 4
The door was burnt a huge Dragon roars infront of you.

Area 5
A set of Kobolds are here defending a staircase.

Area 6
A lot of creatures are swarming at the end of the corridor to rid themselves of the pursuing Heroes.

Area 7
A blue rune locked door but you can here the Octupi inside.

Area 8
Another staircase right next to the Heroes is here but as well as a few Ogres.

Area 9
A Demon the terrifying thing has Fear 3 not 2.

Area 10
The Octupi, at last the Trident is in sight.

Read when the Octupi are killed.
The Trident is yours and the Death of The Sea Dragon seems more reasonable than it used to. The Villagers are amazed they give the Heroes 500 coins each.
The Sea Dragons shipwreck base is the Final Stand between Good and Evil!

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Sea Dragon the Last Battle

By Elliot Smith

Scenario Background

Quest 8
The Sea Dragon the Last Battle

The Heroes arrive at the Shipwreck were The Sea Dragon has made his home. They make there message clear
"To the Death"

Mission Goals

Kill the last Beast, The Sea Dragon!

Important: The Heroes start with everything from the last adventure end but they lose all their old weapons also have 7 conquest tokens.

Chests
All chests have 1 curse, 1 conquest token in a silver and gold chest 1 treasure and 250 coins.

All non named beasts are water dwellers.

The Sea Dragon is the same as a normal Master Dragon but doesn't have Burn or Breath but has Bolt and his fear is changed to 5. The Sea Dragon also has movement 5, Armor 7 and Health 25. The Sea Dragon can enter water and appear out of another water tile no matter the size it costs 1 movement to transport.

The Trident is the only weapon that can attack The Sea Dragon it is represented by an axe it has 2 green dice 1 red and 4 surges. 1 surge for pierce 1 and 1 extra damage you don't get any extra surges from the wielder. It also has start of Pierce 2. The Wielder recieves The Amulet of Healing when you see The Sea Dragon for the first time only use instructions on the card.

The Dragon in Area 6
The Dragon is Skull he is the same as normal Dragon but has the Undying ability.

The Demon in Area 6
The Demon is Destroy he is the same as a normal Demon but has Fear 4

The Giant in Area 3
The Giant is Cleeve he is the same as a normal Giant but has Knockback and Sweep.

The Naga in Area 2
TheNaga is Strangle he is the same as a normal Naga but has Reach

The Golem in Area 4
The Golem is Rocky he is the same as a normal Golem but has the Daze ability.

The Ogres in Area 1
The Ogres are Brothers and have an additional green dice when attack.

Areas 1-8

Read when enter that Area

Area 1
Two Ogres are in this room The Sea Dragon isn't mucking around.

Area 2
Two passages lead to a deadly Naga of Strangling.

Area 3
The Famous Giant Cleeve is one of the most powerful Giants in Aguyna.

Area 4
A Golem and a few Manticores does The Sea Dragon give anything well not Huge.

Area 5
A room with a Naga hissing and spitting at his fellows.

Area 6
A Dragon and A Demon things are getting serious.
As well as a forgotten enemy, The Bane Spiders are back.

Area 7
It appears that one Octupi remains yet he is the last of a dying bread.

Area 8
The Dragon after countless battles The Dragon the Last of the Four is here.

Read if Fail to kill The Sea Dragon.

The Heroes see the darkness they had not had much hope. They have lost, the world will fall The Sea Dragon has won.

The War of Four is over!

Read when The Sea Dragon dies.

The Dragon stands over the Heroes it opens it mouth for the last time. The Trident skids across the floor at two figures feet. The Fire Centaur and Senderas. Holding it together they leapt into the air and stabbed The Sea Dragon in its Head.

The Heroes against all the odds starting at the core of Aguyna to here in the Sea Dragons shipwreck against the odds they have won. The Villagers from all over Aguyna Kings you name it they came to see the Heroes. They made a huge amount of 1,000,001 coins. Against all the Odds.

The War of Four is over!

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.